Amendments to the Claims

This listing of claims will replace all prior versions, and listings, of claims in the application:

Listing of Claims:

1. - 13. (Canceled)

14.   (Currently amended) A system for enable conferencing over a computer network comprising:

A.   a plurality of client processes operatively coupled to the computer network and configured to establish a point-to-point communication connection with an other process operatively coupled to the computer network, each of the plurality of client processes configured to receive at least one active stream of audio data, [[selected of]] some of the plurality of client processes are configured to transmit an active stream of audio data; and

B.   a server process operatively coupled to the computer network and configured to identify a first of the selected plurality of client processes which is transmitting an active audio stream from a first single audio source and to retransmit the active audio stream of the first identified client process to others of the plurality of client processes in unmixed form, the server process further configured to identify a second of the selected plurality of client processes which is transmitting an active audio stream from a second single audio source and to simultaneously retransmit the active audio streams of the first and second audio sources associated with the identified first and second client processes, respectively, to others of the plurality of client processes in unmixed form,

wherein the active audio streams comprise a plurality of data packets, each packet having a packet header including a source identifier and sequence number associated with the packet, and wherein the server process is further configured to modify one of the source identifier and sequence number of the packet headers in the active stream of audio packets.

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15.   (Previously presented) The system of claim 14 wherein the selected plurality of client processes are configured to receive the first and second active audio streams in unmixed form from the server process and to mix the first and second active audio streams into a form suitable for presentation.

16.   (Currently amended) The system of claim 14 wherein ~~the active audio stream comprises a plurality of data packets, each packet having a~~ each packet header further includes ~~including~~ a time stamp~~, source identifier and sequence number associated with the packet,~~ and wherein the server process is further configured to modify ~~one of~~ the time stamp~~, source identifier and sequence number~~ of the packet headers in the active stream of audio packets.

17.   (Original) The system of claim 16 wherein the server process is further configured to retransmit the modified packets of the active stream of audio packets to others of the plurality of client processes.

18.   (Previously presented) The system of claim 14 wherein selected of the plurality of client processes are configured to transmit an active stream of video data.

19.   (Previously presented) The system of claim 18 wherein the server process is further configured to identify one of the selected plurality of client processes which is transmitting an active video stream and to retransmit the active video stream of the one identified client process to others of the plurality of client processes.

20.   (Currently amended)   In a server process operatively coupled over a computer network to a plurality of client processes configured to establish a point-to-point communication connection with an other process operatively coupled to the computer network, each of the plurality of client processes configured to receive at least one active stream of audio data, selected of the plurality of client processes are

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configured to transmit an active stream of audio data, a method for enabling conferencing over a computer network comprising:

(A)   identifying a first of the selected plurality of client processes which is transmitting an active audio stream from a first single audio source;

(B)   retransmitting the active audio stream of the first identified client process to others of the plurality of client processes in unmixed form,

(C)   identifying a second of the selected plurality of client processes which is transmitting an active audio stream from a second single audio source, and

(D)   retransmitting the active audio streams of the first and second audio sources associated with the identified first and second client processes, respectively, to others of the plurality of client processes in unmixed form,

wherein the active audio streams comprise a plurality of data packets, each packet having a packet header including a source identifier and sequence number associated with the packet, and wherein the server process is further configured to modify one of the source identifier and sequence number of the packet headers in the active stream of audio packets.

21.   (Previously presented) The method of claim 20 wherein the selected plurality of client processes are configured to receive the first and second active audio streams in unmixed form from the server process and to mix the first and second active audio streams into a form suitable for presentation.

22.   (Currently amended) The method of claim 20 wherein the ~~active audio stream comprises a plurality of data packets, each packet having a~~ packet header further includes ~~including~~ a time stamp~~, source identifier and sequence number associated with the packet,~~ and further comprising:

(B1)   modifying ~~one of~~ the time stamp~~, source identifier and sequence number~~ of the packet headers in the active stream of audio packets.

23.   (Previously presented) The method of claim 22 further comprising:

(B1a) retransmit the modified packets of the active stream of audio packets to others of the plurality of client processes.

24.   (Previously presented) The method of claim 20 wherein selected of the plurality of client processes are configured to transmit an active stream of video data.

25.   (Previously presented) The method of claim 24 further comprising:

(E)   identify one of the selected plurality of client processes which is transmitting an active video stream.

26.   (Previously presented) The method of claim 25 further comprising:

(F)   transmitting the active video stream of the one identified client process to others of the plurality of client processes.